



BLACK & WHITE™



**BLACK
&
WHITE****BLACK
&
WHITE**

TABLE OF CONTENTS

INTRODUCTION	2
A NOTE ABOUT THIS MANUAL	2
CONTROL SUMMARY	2
INTERACTING WITH THE WORLD	7
THE STORY AND THE SCROLLS	9
HELP	9
THE TEMPLE	10
YOUR CREATURE	11
FIGHTING	16
THE VILLAGE	17
THE TRIBES	17
IMPRESSING OTHER VILLAGES	25
TAKING OVER ANOTHER VILLAGE	28
MIRACLES	29
GESTURES	36
THE ROOMS OF THE TEMPLE	38
MAIN MENU	42
JOIN AN ONLINE GAME	43
OPTIONS	47
CREDITS	48
WARRANTY AND TECHNICAL SUPPORT	50

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

INTRODUCTION

People who need a god always get one. But they don't always get the god they bargained for. In *Black & White*™ you are summoned to a new world by one single prayer. Ultimately, it will be the combined belief of your worshippers that determines how powerful you become.

How you decide to reign as a god is your decision. You may wish to be evil, gaining power as your people's fear grows. Or, you may be benevolent, gaining their trust and love. Then again, you may be a combination of both, if you wish. It's up to you to follow your conscience and rule as you see fit. In fact, your conscience, in the form of two Spiritual Advisors, appears throughout the game, giving you advice and trying to get you to reign over your land and your people in ways you might not have considered.

But however you play *Black & White*, there are many challenges, huge quests and other gods to overcome before you can truly win the hearts and minds of all the tribes of Eden.

For more info about this and other titles, visit EA GAMES™ on the Web at www.eagames.com.

A NOTE ABOUT THIS MANUAL

Given the flexibility of *Black & White*, the order that you encounter new items and learn new lessons is infinitely variable. That being the case, we recommend you use the Table of Contents to help you find out what you want to know.

■ The in-game Tutorial and Help are designed to help you to play through the game. Use the manual as a point of reference.

For installation instructions, troubleshooting and hint line information, please consult the separate *Install Guide*.

CONTROL SUMMARY

Learn the following controls to help you rule your worlds.

REDEFINING KEYS

You can redefine the functions of any of the mouse buttons or any of the keys in the OPTIONS Menu, under the CONTROLS tab (> p. 47) to suit your playing style. In this manual and in the game the two main buttons are not generally called the Left Mouse Button or the Right Mouse Button, but are referred to by their functions. That is the **Move Button** and the **Action Button**.

NOTE: Although you can redefine virtually all the keys in the game, this manual assumes you have not done so and refers to the *default* settings.

MOVING AROUND THE WORLD

Here are some hints and information on how to be an efficient and effective god.

USING THE MOUSE TO MOVE

The mouse is the easiest way to move around the world of *Black & White*. The default settings are as follows:



Left Mouse Button (Move Button)

Physically changes your location, or enables you to alter the direction you are looking.



Right Mouse Button (Action Button)

Interact with the game world and many of the objects in it. Any time you want to do something, other than move, use the Action Button.



To move around the world, place the Hand over the landscape in the direction you want to move, and hold down the **Move Button**. Your Hand grabs the land. Then, with the Move Button still held down, move the Hand towards you. You'll drag yourself over the land.

- ◆ To move longer distances, either move the Hand further away or repeat the process several times.
- ◆ To move directly to a point, place the Hand at a point on the land and double-click the Move Button. You will travel directly to that point.

USING THE KEYBOARD TO MOVE

Depending on your preference, you can also use the cursor keys to move around. Simply press the arrow key with the direction you wish to travel.

NOTE: Using the cursor keys does not alter the direction you are facing.

ROTATING THE VIEW



To rotate your view while remaining in the same place, move the Hand to either edge of the screen. The Hand Tool tip turns into a Rotate Arrow. Hold the Move Button down on the mouse and move it in a circular motion to rotate the view.



If you have a mouse wheel, press and hold it and move the mouse to rotate the view. Holding the mouse wheel down lets you pitch the view as well (> Pitching The View on p. 4).



◆ Holding CTRL and using the or keys also rotates your view around a fixed point.



You can also rotate by holding down both mouse buttons and moving the mouse sideways left or right, or by pressing (left) and (right).

NOTE: If you move the mouse forwards or backwards when both mouse buttons are held down you zoom in and out (> Zooming In And Out on p. 4).

PITCHING THE VIEW

Pitching is looking up or down. To alter the pitch of your view while remaining in the same place, move the Hand to either the top or the bottom of the screen. The Hand Tool tip turns into a Pitch Arrow.

- ◆ Hold the **Move Button** down on the mouse and bring it towards the center of the screen to alter the pitch.
- ◆ Holding **SHIFT** and using the **T/V/F** keys also alters your pitch angle.



You can also adjust pitch by pressing and holding the mouse wheel and moving the mouse up and down.

ZOOMING IN AND OUT

- ◆ If you have a mouse wheel, roll it forwards to zoom in and backwards to zoom out.



If you do not have a mouse wheel, press and hold both mouse buttons at the same time, and move the mouse forwards/backwards to zoom in/out. While these buttons are pressed, you can also rotate the view by moving the mouse left and right.



Holding **CONTROL** and pressing the **T/V/F** cursor keys will also zoom you in or out.

MOVEMENT USING KEYBOARD SHORTCUTS

You can move to specific places or in specific ways by using special shortcuts.

KEY	ACTION
Single-tap SPACEBAR	Reset the view to the default angle and altitude.
Double-tap SPACEBAR	Move to Temple.
C	Move to your Creature and follow him if he's moving.
ESC	(When outside Temple) Brings up the Options screen.
ESC	Leave a Room in the Temple and return to the Temple's World Room.
ESC	(When in Temple's World Room) Leave Temple.
A	Pitch view UP.
S	Pitch view DOWN.
L	Leashes and unleashes the Creature.
V	Cycles to previous Leash.
B	Cycles to next Leash.
N	Displays the names of your Villagers.
S	Displays Villager Statistics (S when the Hand is over a Villager displays stats about that single Villager).
T	Talk to other players.
F1	Displays Help about any object under the Hand.
F2	Move to gods' Playground Training Area.
F3	Zoom out the view to see the whole land.
F4	Move to World Room in Temple.
F5	Move to Creature Cave in Temple.
F6	Move to Challenge Room in Temple.
F7	Move to Save Game Room in Temple.
F8	Move to Options Room in Temple.
F9	Move to Library in Temple.
CONTROL + S	(When outside Temple) Quick Save.
CONTROL + L	(When outside Temple) Quick Load.

For more information about the Temple Rooms, > *The Rooms of the Temple* section on p. 38.

MOVING AROUND USING BOOKMARKS

You can place Bookmarks anywhere on the land or on moving objects (such as people) so you can jump quickly to the specific locations or items that you have preset.

SETTING, CHANGING AND DELETING BOOKMARKS



To set a Bookmark at the current position of the Hand, press **CONTROL** and a number key. If you press that number key you go straight to the position of that Bookmark and the view you were in when you set the Bookmark.

- ◆ You can set up to seven Bookmarks, tied to keys 1 to 7.
- ◆ You can reassign a Bookmark simply by going to a new position and pressing **CONTROL** and a used number to reset the Bookmark to the new position.
- ◆ To delete a Bookmark, press **CONTROL** and **SHIFT** and the number of the Bookmark you wish to delete.
- ◆ To cycle through your currently set Bookmarks, press **CONTROL** and **TAB**. To cycle backwards press **SHIFT** and **TAB**.
- ◆ Press **BACKSPACE** to return to the last position you were in before you jumped to a Bookmark.

FOLLOWING A MOVING BOOKMARK

If you wish to follow a moving person, animal or Creature you have previously Bookmarked, press **SHIFT** and the number. The camera then follows the Bookmarked object.

THE VORTEX

The gods sometimes employ vortices to move between lands. These mystical whirlpools are safe to travel through. Many things can be thrown into a vortex and they will arrive at the destination safely.



TIP: Vortices are a good way of bringing your favorite Villagers with you when you leave a land to continue your adventures elsewhere. Use the **[N]** key to display Villager names.

INTERACTING WITH THE WORLD

INFLUENCE

As well as moving around Eden, you can interact with many things in the landscape. As a god, you have an Influence that is based around your Temple and any Villages that worship you. The edge of your Influence is displayed on the landscape by a red haze. Outside the limit of your Influence, your Hand is overlaid with a red cross and your interaction with objects in the world is severely limited.

NOTE: In the Single Player Mode, your influence is a red haze. In the Multiplayer and Skirmish Modes, the haze may be other colors.

You can, however, interact with your Creature wherever he is.

- ◆ Within your influence, you can pick up objects, interact and cast Miracles (→ *Miracles* on p. 29).

NOTE: As the population in your Village grows and you impress your subjects with your godly powers, your influence will increase. Conversely, if you fail to impress your subjects or their population falls, the extent of your influence will shrink.

VIRTUAL INFLUENCE

You can interact with objects outside your Influence for a limited time. This is known as Virtual Influence. Your Hand takes energy with it when it leaves your Influence. This energy enables you to interact with whatever you choose, but it drains away all the time your Hand is outside your Influence. The further outside your Influence you move, the quicker the energy drains away.

TIP: If you want to get something from outside your influence, try setting a Bookmark at the object's location. Depending on the amount of Virtual Influence you have, you may succeed in grabbing the object.

PICKING UP OBJECTS AND AMOUNTS

There are many things you can pick up in the World of Eden. To help you spot what you can pick up, the fingers of your Hand will wiggle restlessly when they are over something that can be plucked from the landscape. The cursor tool tip helpfully changes to 'Pick up', too.

PICKING UP AN OBJECT



To pick something up when it's within your influence, place the Hand over the object then hold the mouse's **Action Button** for a short time (the default setting for this is the Right Mouse Button). The object should now be in your Hand. If you now release the **Action Button**, the object stays in your Hand.



While you are holding something you can still use the **Move Button** to drag yourself around, or to go directly to a point.

PICKING UP AMOUNTS OF WOOD OR FOOD

- ◆ To pick up an amount of something from a pile, like wood or food, move the Hand over the pile or stack and hold the **Action Button** down. You see the wood or food rising into your Hand as well as a rising numerical amount. Release the button when you've picked up enough.

TIP: You'll get more wood and food if you keep your crops and forests well watered.

DROPPING AND THROWING THINGS

- ♦ To drop the object in your Hand, click the **Action Button** again. If you are holding a quantity of something, like wood or food, click the Action Button to drop it into a pile.
- ♦ To throw an object from your Hand, press and hold the **Action Button** and move the Hand in the direction you want to throw the object. Then, while the Hand is still moving, release the **Action Button** to hurl the object in that direction.
- ♦ If you move the Hand slowly before releasing the **Action Button**, the object will be thrown in a low trajectory, close to the ground. If you move the Hand quickly the object will travel higher and farther.

AFTERTOUCH

Moving the Hand after you have released the **Action Button** also affects the trajectory (or direction) of a thrown object. This effect is called Aftertouch.

- ♦ Move the Hand LEFT/RIGHT after release and the thrown object will curve to the left/right.
- ♦ If you move the mouse back, the thrown object will have backspin, while moving the mouse forwards adds topspin to the thrown object.

YOUR ALIGNMENT

Your alignment is how good or evil you are. But remember, you are a god. No one sits in judgment of you. You can do whatever you like. When you enter the world, the ideas of good or evil have not formed. Of course, your actions affect the world helping to define the concepts of good and evil. If you are harsh, brutal and quick to punish, your people will live in fear and, although they will worship you, they will do so out of duty and terror. You will be evil and your alignment will reflect this. Your Temple and your Hand will change and warp accordingly.

If you are kind and benevolent, your Hand and Temple will reflect this. People will see you as a good, just god and will worship you with love and thankfulness. However, it is not always wise to be seen as universally soft and helpful. Sometimes raining down righteous fury upon a Village is necessary for stamping your authority on unbelievers.

- Your Creature's alignment is affected by his own actions. It might not be the same as yours, and may even be totally opposite.

You should remember there is no 'correct' alignment; you can complete the game with whichever alignment you choose to adopt. It doesn't matter whether you play evil or you play good, as long as you play well.

- Your alignment can change during the game, and everything you do has an effect upon it.

THE SPIRITUAL ADVISORS

The two sides of your conscience, your Spiritual Advisors, will try and get you to do things the way they think you should. You can still do whatever you like. You can ignore them or heed their advice.



The Spiritual Advisors do, however, have some insights into the world of *Black & White*, which they are honor-bound to tell you. They will never mislead you about these things. If either Advisor tells you something factual, you can believe it. They cannot lie. But remember, when it comes to matters of good and evil, they will try to persuade you to do it their way.

THE STORY AND THE SCROLLS

As you play *Black & White*, a story about the clash between gods and the battles for the souls of the tribes, will begin to unfold. Although you are free to do what you want in the game, to finish it, you must play through this story by opening the Scrolls.

On the landscape you will see two sorts of shining Scrolls:

THE GOLD STORY SCROLLS



A Gold Story Scroll opens the next chapter of the story. These chapters are called Quests. The Quest will not start and the story will not progress until you click the **Action Button** on the next Gold Story Scroll. You can, however, click them whenever you like, and you may delay doing so until you are ready.

THE SILVER REWARD SCROLLS



These are prayers from the people. They have no bearing on the Quests and the story of *Black & White*. You do not need to click on them, but should you decide to and then answer the particular prayer, you will often gain information, objects or rewards, which may well aid you in your adventures later.

- After a scroll has been clicked, you can always return to it and click it for a reminder.

HELP

Sometimes even gods need a little help.

THE GODS' PLAYGROUND

At any point during the playing of *Black & White* you may visit a training land where you can practice some of the basic skills of movement and interaction required by the game.

- ♦ To visit the Gods' Playground, press [F2]. Your current game is saved.
- ♦ You can leave any of the tutorial tasks in the Gods' Playground whenever you like by pressing [ESC]. If you wish, press [ESC] again, to return to your *Black & White* auto saved game exactly where you left off.

TOOL TIPS



As you move around the world, briefly leaving your Hand over objects, buildings or people will trigger a Tool tip. Tool tips provide useful information about the object that you place your Hand over.

- ♦ You can adjust the level of Tool tip help as well as other help in the Options Menu (> p. 47). Tool tips are divided into two categories. There are Action Tool tips, which give you information about what is happening, such as a person doing something. And, there are Object Tool tips, which give information about what your Hand is currently hovering over, such as a building.
- If you use Tool tips a lot, over time they will become increasingly transparent and unobtrusive. However, important tips remain visible for longer.

SIGNPOSTS



Dotted around the land are wooden signposts. These give you a great deal of information, sometimes about playing *Black & White* in general and sometimes about specific tasks or features related to an object, person or building nearby.

- ◆ Click a signpost with the **Action Button** to access the information on it. If there is more than can be displayed on the signpost, an upwards-pointing arrow appears. To scroll through the information use the **Action Button** to click, hold and drag the Hand UP and DOWN to view the rest of the text.
- ◆ To close a signpost, simply look or move away until it is out of sight, or click the **Action Button** on the signpost again.

IN-GAME HELP

If you press the **F1** key when your Hand is over an object, building or person you'll access information about it. Frequently, it's the Advisors who provide this, so it's not always totally impartial.

THE TEMPLE

Your people will always try and build you a Temple. It is the center of your power, and contains a host of features and functions you'll need to use if you wish to be a worthwhile god.



- ◆ Move to the Temple using the Hand, or by quickly tapping the **SPACEBAR** twice.

To enter your Temple:

Click on the doorway using the **Action Button** or press **F4**. Pressing **F4** takes you into the Temple's World Room from anywhere in the land, so this is the quickest way to go there. From the World Room you may access the following rooms: the Library, the Save Game Room, the Challenge Room, the Creature Cave, the Game Options Room and the Future Room. (*> The Rooms of the Temple* on p. 38).

The Temple morphs to reflect your alignment. It has a Worship Site (*> Worship Site* on p. 20) attached to it, and the size of the Temple reflects the power you have within the land.

If your Temple is damaged, it distributes this damage to other buildings you own. If you have no other buildings, the damage is borne by your tribespeople.

- Should your Temple be destroyed, you will lose the game.

YOUR CREATURE

Creatures are magical beasts and little is known about them or their origins. They exist on the surface of Eden, but they belong to the gods and are there to do your bidding. Since you are a god, they will carry out practical actions for you, learn from you and impress the folk of Eden.



- You must complete the first Quest to choose a Creature.

Your Creature's First Steps

When you first get your Creature, you'll find he has a personality that is neither set nor very formed. In fact, he's very similar in nature to the animal he looks like. In time, you will teach your Creature a great deal. He can learn a vast amount and there is nothing you can do in the game that he can't be taught to do.

NOTE: Both the game and this manual refer to all Creatures as male. Worry not, the true nature of Creatures transcends gender but, being bound by the limitations of language, we refer to the Creature as 'he' and 'him'. It's fair to say that since you mold your Creature's personality, perhaps in your image, it is likely to be whatever gender you wish it to be.

TEACHING YOUR CREATURE

There are three ways to teach your Creature:

1. THE LEASH OF LEARNING

Use the Leash of Learning (which is made of rope) to make the Creature learn the action you want him to learn (*> Leashes* on p. 13). While he's on the Leash, you can still play the game, picking up things, moving and dropping items and casting Miracles. He will watch and learn anything you do with the **Action Button** if he's on the Leash of Learning.



You will know when your Creature has learned something because a light bulb appears above his head.

TIP: Though Creatures are clever beings they do typically need to learn an action more than once to learn a lesson properly.

2. (DIS)APPROVAL OF YOUR CREATURE'S ACTIONS

You can teach him by approving or disapproving of what he does. To do this, you can stroke him to show him you are happy with his actions or slap him to show displeasure (*> Punishing and Rewarding your Creature* on p. 12). Holding the **Action Button** down and moving the Hand gently over him in any direction will stroke him. To slap him, hold the **Action Button** down and move the Hand rapidly across him from side to side.

TIP: Ensure you give praise or punishment soon after the Creature has done something of note. If you wait too long, you might send confusing messages to your Creature.

3. GIVE THE CREATURE OBJECTS TO INTERACT WITH

Like a baby, your Creature will readily experiment with objects he can interact with. If, for example, you give him a rock, he will examine it to see what he can do with it. He might try to eat it, but then again, he may throw it. And, again, you can show approval or disapproval, if you so choose.

GIVING THINGS TO YOUR CREATURE

- ♦ To give your Creature something, pick the item up using the **Action Button** then hold it in front of him. The Hand rotates to show you are offering him something. Now, hold down the **Action Button** and he'll take it from you, if he's close enough.
- Some objects are too big for your Creature to hold. He will refuse to take something from you if he doesn't think he can carry it. As he grows, he'll be able to handle larger and heavier objects.

FEEDING YOUR CREATURE

One of the first things you'll want to do is teach your Creature what to eat. To give your Creature something you want him to eat, pick up the potential food, hold it in front of him and hold down the **Action Button**. He'll soon develop certain tastes for different things. When he is holding something edible, stroke his tummy to encourage him to eat it. If he eats something you don't want him to, you can punish him.

PUNISHING AND REWARDING YOUR CREATURE

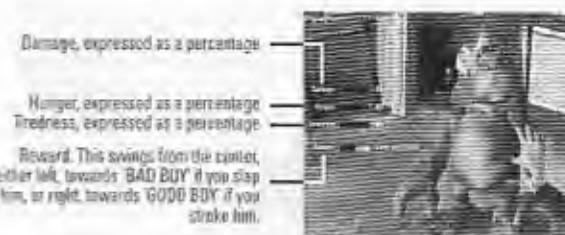
Punishment and reward can be employed as teaching aids. This system is a great way to teach your Creature.

INTERACTING WITH YOUR CREATURE

- ♦ To punish or reward or otherwise get a close up view of your Creature and his health statistics, hold down the **Action Button** on him.
- ♦ If your Creature does something you like, or if you're generally pleased with him, hold down the **Action Button** and run your Hand gently over him to stroke him.
- ♦ To punish him or discourage him from doing something, hold the **Action Button** down and move the Hand rapidly from side to side across your Creature's body. The Hand will deal the Creature a hearty slap.

Your Creature will remember what he was doing at the time you rewarded or punished him and, in time, will soon learn what you want and don't want him to do. That is, if you are consistent in your reward and punishment! Without consistency, who knows what will happen to your Creature.

When you are interacting with your Creature, you see Creature Statistics displayed. These are as follows:



Your Creature will need to answer the call of nature from time to time. Think about toilet training him. For example, teaching him to use a field when he feels the urge will improve the growth of your crops and keep the stencil around your Temple to a minimum.

THE LEASHES

Your Creature has free will and does what he wants, so to get him to obey your commands you will need to use the Leashes. These are given to you by Sable, the Creature Trainer, once you have completed the Creature Gold Scroll Quest and Tutorial.



- The three different leashes are located on the fence of the Creature Pen.

USING A LEASH

1. To pick up a Leash, click on a Leash using the **Action Button** or press the **L** key.
2. To attach it to your Creature, tap your Hand on him using the **Action Button**. One end of the Leash is attached to your Hand and the other to your Creature.
3. Now when you move around, he'll follow. Note that the Leash is stretchy. So, although he'll always follow, you can't drag him.
4. To direct your Creature to a specific location, action or object when he's on a Leash, click the **Action Button** on it.
- ♦ You can speed up the rate at which he follows your Leashed Hand, by double-clicking the **Action Button** on open ground where you want him to move to.

LEASHING YOUR CREATURE TO AN OBJECT

Once your Creature is leashed, you can attach the end of the Leash you're holding to an object. You'll want to do this so you can move around and carry out other tasks in Eden while your Creature stays in one spot, perhaps out of harm's way.

- ◆ Double-click the Action Button on an object to attach your end of the Leash to it.
- ◆ To Retrieve the Leash, pick it up by double-clicking the Action Button on the place where it is attached.



If you click the right point, it'll then return to your Hand. Alternatively, you can press **E**.

ALTERING THE LEASH LENGTH



When the Creature is attached to an object, you may click the Action Button on any point of the Leash to shorten its length. To lengthen the Leash, click on the Leash and drag to extend it to the length you desire.

DROPPING THE LEASH

If you want to drop a Leash at any time, shake the Hand from side to side. You can also press **U** to drop the Leash.

CYCLING THROUGH THE LEASHES

As well as finding the Leashes at the Creature Pen, you can cycle through them using the **V** and **B** keys. You can also summon them using Leash Gestures (> Gestures on p. 36).

USING DIFFERENT LEASHES

There are three distinct Leashes. Each has a different effect on your Creature when he's attached to them.

THE LEASH OF LEARNING



The Leash of Learning looks like a normal rope. Your Creature will learn more when he's on this Leash. He'll watch more intently and copy you more closely and will be much more willing to try new things.

THE LEASH OF AGGRESSION



This spiky Leash makes your Creature aggressive and encourages him to do destructive or harmful things. He'll act like this regardless of his alignment.

THE LEASH OF COMPASSION



This fluffy Leash makes your Creature more loving and caring. He'll act like this regardless of his alignment.

LONG-TERM EFFECTS OF LEASH CHOICE

The effects all the Leashes have on your Creature will remain with him once you remove them, so if you use a Leash a lot, you'll alter his personality in the long term.

TIPS FOR USING LEASHES

- If you want to get your Leashed Creature to eat something, rub his tummy as he holds the food.
- Use the Leash of Learning to teach your Creature Miracles. But beware, some will be harder for him to learn than others.
- As your Creature grows in size, he will be more impressive to the people of Eden. Use this to help you win over the hearts and minds of those in Villages who do not yet believe in you. Try putting the Leash of Compassion on the Creature and anchoring it to a non-believing Village's Village Center.
- Well-behaved Creatures are invaluable in helping your own people. Attach your Creature with the Leash of Compassion to any Village Store you own, and he'll do his best to look after that Village.
- Don't forget that as he grows and learns, your Creature will change and will be unique to you, your personality and your playing style. Try comparing your Creature with other people's online at <http://www.bwggame.com>.

USING YOUR CREATURE EFFECTIVELY

When you've mastered the Leashes and the basics of how to teach, encourage and discourage your Creature, he'll play a big part in your Quest.

Remember that he has his own personality and alignment. He will do what he has been taught, to an extent. However, Creatures are often wayward and you can't predict his actions and movements with any precision.

- To move to your Creature directly, press **G** at any time. This is useful if you ever lose track of where he is. Pressing **G** will also track him as he moves around.

SWAPPING TO DIFFERENT CREATURES

During your adventure as a god in *Black & White*, you may get the chance to swap the body of your Creature to another species entirely. If this opportunity presents itself, you always get the chance to decline. Should you decide to swap, it will be clear how this will occur (the exact process differs depending on where you are, your alignment and how you've been playing).

If you decide to swap, the ENTIRE personality of the Creature you previously had will be transferred into the body of the new Creature. He will not forget anything, nor will he change his character or alignment. He will, however, be slightly smaller than the Creature you are swapping from.

- You can't swap your Creature whenever you like. Another Creature must be offered for this process to take place. If you swap Creatures, you'll always have the chance to swap back later.

FIGHTING

Your Creature will come into contact with other Creatures (or there are other gods in Eden). When this happens, combat may occur. Once experienced in combat, your Creature will fight on his own, carrying out the moves he thinks best. You can help him considerably in combat by directing his moves.

- Fights always occur in Combat Arenas, which appear outlined on the ground as the combatants square off to one another.
- Fights will only take place between Creatures of a similar size. If one Creature is too small then the Combat Arena will not appear. Needless to say, the smaller Creature will be in danger of getting squashed like a fly!
- ♦ Double-click the **Move Button** in a Combat Arena to gain control of your Creature if you don't already have it. Moving or double-clicking the **Move Button** away from the Arena takes you out of the fight. The Creatures will fight on whether you are there or not.



FIGHT MOVES

- | | |
|--------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
| To start a fight | Click on another Creature while holding the Leash of Aggression. |
| To hit an enemy | Click the Move or Action Button on the body part you want your Creature to strike. A highlight appears at the target to indicate this. |
| To side-step | Click either button on the ground on either side of your Creature. A yellow highlight appears on the ground and your Creature moves there if he is able to. |
| To block an attack | Click either button on your own Creature. |
| To move back or forwards | Click either button on the ground in front of or behind your Creature. |

PREPARING MOVES AND STRIKES

If you use the **Action Button** to fight, you can prepare (i.e., pre-set) moves and strikes. The Creature will attempt to follow each of the pre-set moves in order. You click the moves or strikes you want one after another using the **Action Button**.

- ♦ To cancel pre-set moves and regain control, Click the **Move Button** at any point.
- ♦ You can zoom out of combat to interact with the world, and then return to the arena by double-clicking the **Move Button** or simply by zooming in again.

USING MIRACLES IN COMBAT

In combat you can cast Miracles at the foe. The Miracles you can cast are shown as Gestures on the bottom of the screen (> **Miracles Table** on p. 32).

- You may also cast Miracles on your Creature to increase his abilities or to heal him.



To cast a Miracle, draw the same shape as you see at the bottom right of the screen there on the ground with no mouse buttons held down. If you make the Gesture correctly, the Miracle is cast (> **Gestures** on p. 36 for instructions on casting Miracles using Gestures).

SPECIAL MOVES



Each Creature has a special move, which does approximately twice the damage of normal attacks. This appears in the bottom right-hand corner of the screen as a Gesture. To pull off the move, draw the Gesture on the ground with no buttons held down on the mouse. If you do this right, a sparkling Gesture trace appears and your Creature pulls off a spectacular Special Move!

THE VILLAGE

You own a Village when the majority of the people in it choose you as their god and object of worship. When this is the case, your Influence extends clear across the Village and you can do what you like there, interacting with objects, buildings or people and assisting or hindering them as your godly whims dictate.



Your Player Symbol is displayed at the Village Center. This is a quick way of checking if you control the Village.

- The importance of Villages to your godly power cannot be overstated. Ensuring the good health and growth of Villages is a very good way of ensuring that your Influence does not diminish.

THE TRIBES

There are eight tribes in the world. Each tribe has abilities and attributes unique to it. Over time, you will discover what these are.

THE 8 TRIBES

Aztec	Celtic	Egyptian	Greek
Indian	Japanese	Norse	Tibetan

BUILDINGS AND RESOURCES

There are many buildings your people can construct in each Village. Note that some are not available early in the game. As you progress through the game, your people will learn new technologies and consequently new buildings will become available.

TEMPLE



Your people will always construct a Temple for you if they can. It is the center of your power and influence. You only have one Temple at one time and you can never take over another Temple. It is possible, under certain circumstances, to destroy a Temple. You will learn what those circumstances are as you play.

VILLAGE STORE

Your Village requires two resources: Food and Wood.



 Wood is gained by people cutting down trees, or you (or your clever Creature) uprooting them and dropping them on to the Village Store for preparation. Wood is required to construct or mend buildings.

 Food is gained by you, your Creature or your people gathering crops from the fields or by fishing. It, too, is taken to the Village Store and people will collect food from here when they need it.

TIP: If you run out of trees because you've smashed up all your Villagers' abodes, you can gain extra wood by putting fences in the Village Store!

DESIRE AND THE VILLAGE STORE DESIRE FLAGS

Your people will let you know many of their desires by raising flags at the Village Store. The higher the flag, the greater their specified desire.

♦ To see the desire associated with each flag, hold the Hand over the flag to display a Tool tip.

The flags that your Villagers may raise on the Village Store are:



Food Desire



Wood Desire



Village Expansion Desire



Children Expansion Desire



Civic Buildings Expansion Desire



Protection Desire



Mercy Desire

■ Fulfilling these Village desires will make your people believe in you more. Moreover, fulfilling them in Villages you don't control will impress the people in that Village a great deal.

VILLAGE CENTER

At the beginning of the game, your Village Center will display a list and your symbol will float above it. Once you choose a creature, your Village Centers will display the form of it. Enemy Village Centers will show their god's creature.



This building displays the Village's available Miracles. Hold the Hand over the Village Center to display Tool tips about the Belief, Population levels, and total Village capacity.

INCREASING WORSHIPPER NUMBERS AT THE WORSHIP SITE

The Totem at the Village Center can be raised or lowered (though not in Land 1). Raising the Totem increases the number of people worshipping you and providing Prayer Power at the Worship Site.

♦ To raise or lower the Totem, click and hold the Action Button on the Totem, then drag it up or down.

While the number of worshippers will increase your godly Prayer Power, allowing you to cast Miracles, your Villagers will not be attending to their chores. Remember, building, timber felling, farming and breeding require your Villagers' attention if the Village's long-term health is not to be adversely affected. (For more on allocating Villager roles, > *Disciples* on p. 24.)

WORSHIP SITE



Your power as a god comes from the combined belief that your followers have in you. When summoned, by the raising of the Totem at the Village Center, your believers go to the Worship Site next to the Temple to generate Prayer Power. How much power they generate depends on how many are worshipping, and for how long. Prayer Power is required to cast all Miracles. The more Prayer Power you have generated, the more Miracles you can cast (> *Miracles* on p. 29).

Remember, raising the Totem can destroy a Village if all the Villagers die off through starvation. To prevent this, you can lower the Totem a little. The people will then take it in turns to worship, and will release those most tired. Or you could supply the worshippers with food and healing yourself, to keep them at the Worship Site for longer periods.

■ Any Disciples you have created will only go to the Worship Site if the Totem is at its highest. Once they have finished worshipping they will continue with their assigned tasks. (For more about Disciples, > p. 24)

ABODES

Your tribe live in houses, called Abodes. In order for the tribe to expand, new ones must be built. Sometimes, depending on a variety of factors, the tribe will construct its own Abodes, but the best way to expand is to build them yourself using the Workshop.



■ You will not have a Workshop at the beginning of the game, but your tribe will eventually gain the technology they need to construct one and you will be informed when you are able to use it.

WORKSHOP

This building enables you to choose what to build and where to place it. When wood is put into a Workshop the craftsmen there turn it into Scaffolds. These appear in the yard.



- To pick a scaffold up, click it with the Action Button.



- Moving your Hand holding a Scaffold over space in the Village shows you a blueprint of what would be built if you placed it there.

- To create bigger, more elaborate buildings, join Scaffolds together in the yard. Pile a Scaffold on top of another to join them together. To dismantle scaffolds, tap them with the Action Button.

Building structures increases the size of your Influence. If you drop a Disciple at a Workshop, he or she will become a Disciple Craftsman and will supply it with wood constantly for the production of Scaffolds. (For more about Disciples, > p. 24.)

- A flag at the Workshop displays the desire for wood there.

- For Building progress on the current scaffold, hold the Hand over the Workshop.

BUILDINGS AND THE SCAFFOLDS REQUIRED

To build buildings you need to place scaffolds in the Village. The number of scaffolds you join together dictates the sort of building that will be built.

TIP: Once the scaffold has been placed (click the Action Button), you should create a few Disciple Builders to the task if you want the job completed quickly.

NUMBER OF SCAFFOLDS	BUILDING CREATED	UNITS OF WOOD REQUIRED
One Scaffold	Small Abode	1500
Two Scaffolds	Large Abode	1600-1900
Three Scaffolds	Civic Building	2000-4000

	Four Scaffolds	Field	2000
	Five Scaffolds	New Village Center	6000
A New Village Center is required for you to create a new Village.			
	Six Scaffolds	Miracle Dispenser	5500
Seven Scaffolds			
	Seven Scaffolds	Wonder	40,000

CIVIC BUILDINGS

Certain structures are classed as Civic Buildings. These are: Village Store, Village Center, Graveyard, Crèche and Workshop.



■ When you join three scaffolds together, the blueprint for the Civic Building will be any Civic Building you do not have. If you have them all, it will default to the blueprint of another Workshop, which you may place in any Village in your Influence.

A WONDER

This magnificent structure increases the Influence of your Village. The more belief the tribes' people have when they build it, the bigger it will be when it's finished. To have a bigger Wonder, try building it on a hill. Each Tribe's Wonder is different, and each has a positive effect on the tribe, adding a large increase to your Influence, plus special effects such as Miracle power ups, unique to each tribe.

CELTIC WONDER



The Celtic Wonder increases the power of the Nature and weather Miracles. It also increases the amount of wood gained from each tree.

AZTEC WONDER



The Aztec Wonder increases the power of aggressive Miracles such as Fireballs and Megablasts. Also, each Villager will provide more worship chants.

JAPANESE WONDER



The Japanese Wonder increases the power of all healing Miracles, reduces the appetite for food in all your Villages and increases the likelihood of children being born.

INDIAN WONDER



The Indian Wonder increases both the power of Lightning Miracles and the speed at which the Villagers move.

Egyptian Wonder



The Egyptian Wonder reduces the amount of damage your Creature takes. It also reduces the Prayer Power cost of the Teleport Miracle and increases the power of the Flock of Birds Miracle.

GREEK WONDER



The Greek Wonder increases the power of the Pack of Animals Miracle. It also enables children to be produced faster.

NORSE WONDER



The Norse Wonder increases the yield from Farms and Fish Farms and increases the strength of Food, Wood and Water Miracles. It also reduces the wood cost of buildings.

TIBETAN WONDER



The Tibetan Wonder decreases the Prayer Power cost of all Shields, makes the Pack of Animals Miracle more powerful and makes all your godly actions more impressive.

VILLAGERS

All your Villagers have wants and desires, and it is up to you whether you wish to satisfy them. They will ask in their prayers for your help. Any help you give will be met with wonder and an increase in belief.



The list of desires is as follows:

- Food, Wood, Village Expansion, Children, Civic Buildings, Protection and Mercy.
- Each desire has a corresponding flag at the Village Store. The higher the flag, the greater the specified desire (→ *Desire and the Village Store Desire Flags* p. 18)
- A villager's status is tracked and can be viewed by pressing **[S]**. You can view stats on Age, Life, Fatigue and Pregnant. The pregnant status marker will only appear for female villagers, when carrying a child.

DISCIPLES

These are Villagers to whom you assign a specific task. Disciples will carry out the tasks single-mindedly, doing little else but eat and sleep.



- If you raise the Totem fully, ALL your Villagers will go to the Worship Site to pray.

CREATING DISCIPLES

Creating Disciples is a useful way of managing your Villages. If a Disciple cannot carry out the allotted task, he or she will wait at the Village Center.

♦ Pick up a Villager using the Action Button. Then drop them (gently) next to the task you wish them to do. While a potential Disciple is in your Hand, you will see a Disciple icon showing you what he or she will become if you drop them at certain locations.

■ All Disciples have a bright aura around them. Villagers without an aura are not Disciples.

Here are the Disciples you can create and the objects you should place them by to assign them their new role in your world.

FARMER



Place a Villager in a field.

FORESTER



Place a Villager by a tree.

FISHERMAN



Place a Villager by a shoal of fish near the shore.

BUILDER



Place a Villager by an unfinished or damaged building.

MISSIONARY



Place a Villager in a Village you don't control to impress and influence the people there.

CRAFTSMAN



Place a Villager at a Workshop to ferry wood to it.

TRADER



Place a Villager by a Village Store in a Village you don't control to get them to supply that Village with resources to impress them.

BREEDER



Place a Villager next to another of the opposite sex. They will get on like a house on fire and will start the serious work of making babies.

■ Without empty living space (denoted by green figures when you tap the roof of a hut with the Action Button), Breeders will not reproduce. Instead, they wait at the Village Center or the Worship Site until living space becomes available through death or the building of more huts.

CANCELING DISCIPLES

Disciples can be cancelled by shaking them in your Hand until they are released.

IMPRESSING OTHER VILLAGES

The key to Black & White is taking over the hearts and minds of other tribes and Villages. The more believers you have, the more power you get and the greater your Influence will become.

You can impress a Village you don't own in many ways.

If other Villagers see your Creature, they will be impressed. The size and the actions of your Creature will determine to what degree. Using your Creature in a Village you wish to impress in conjunction with the Leashes will also have a profound effect on the population there.



Supply their Village Store with whatever resource they need most. Just drop the wood or food into their Village Store and their belief in your powers will increase.



Throw things over the heads of the Villagers. Rocks are rather good for this show of power.



Make Disciple Missionaries by placing people next to the Joe's Village Center.



Protect them with Shield Miracles.



Aid them during emergencies such as an attack or a fire.



Present them with gifts like Scaffolds, wood or food.



Use Artifacts.



You can create an Artifact by placing any object in your Village. At sunset the Villagers will dance around it. After many such moonlit dances, the object will become an Artifact. Artifacts are very impressive to non-believers when placed in another Village's Worship Site.

Build a structure near the settlement you wish to impress.



TIP: Your Creature can interact with objects outside your influence. This is especially useful when you're trying to impress Villagers some distance away from your own settlement with some random act of godly violence!

TAKING OVER ANOTHER VILLAGE

To see how close you are to taking over another Village, look at that Village's Village Center. Each Village Center will display your player symbol above it if you have begun to impress it, or have already converted it. The closer your symbol gets to the idol displayed on the Village Center, the closer you are to taking over the settlement. If you hold your Hand over the symbol you will see a Tool tip showing how close you are to converting the Village.

- Any of your Villages can be impressed by another god and can switch allegiance, just as you can take over other Villages. You should do all you can to prevent this from occurring.

MIRACLES

Miracles are spectacular acts of the gods. As you progress through the game, you will be able to learn or find a great many Miracles. Your Creature can learn to cast any Miracle that you can. Taking over new Villages is a good way to increase the number of Miracles you are able to cast.

Miracles use the energy your people's belief in you generates as they pray at a Worship Site. This is called Prayer Power. You can only cast Miracles if you have the required amount of Prayer Power stored at your Worship Site. Every Miracle requires a certain amount of Prayer Power, and you control the amount of power you are generating by moving the Totem at the Village Center. Raising the Totem will send more people to the Worship Site to generate more Prayer Power. The health of people who are worshipping hard and long will suffer.



- You will learn, find or be granted different Miracles as you progress through the game.

TIP: Completing Silver Scroll tasks will often result in the gift of Miracles.

CASTING MIRACLES

There are two sorts of Miracles: **Learnt Miracles** and **One-shots**. Learnt Miracles are displayed at the Worship Site or Village Center. One-shots are found at Miracle Dispensers or dotted around the landscape.

LEARNT MIRACLES

1. Click the **Action Button** once on the Miracle icon to charge it. You will see the energy rings flowing into your Hand as it charges.
 2. When it is ready to cast, the Miracle appears in your Hand automatically.
 3. To cast the Miracle, you click the **Action Button** again.
- The charging will slow or stop if you don't have enough Prayer Power stored or being generated. It will continue or speed up if you increase the number of worshippers at the Worship Site.

ONE-SHOT MIRACLES



One-Shot Miracle



Miracle Dispenser

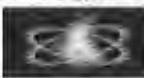
These appear in bubbles on the landscape or at a Miracle Dispenser.

- ◆ Activate a One-Shot Miracle by clicking the **Action Button** on it to break the bubble. Double-click on it if you are holding a Leash. The primed Miracle then rests in the palm of your Hand. You can then move the Hand to the position you wish to cast the Miracle, or even move yourself by grabbing the landscape (or any other method) to another position.
- ◆ To cast the Miracle, you click the **Action Button** again.

Some Miracles simply produce their effect at the location of your Hand when you cast them. Others can be aimed.

THROWING MIRACLES

Some Miracles result in energy being projected in a certain direction. As you cast the Miracle, you can throw this energy in the direction of your choice in the same way you would throw any object. Note that this energy will continue outside your influence. An example of this type of miracle is the Fireball.



AREA SPECIFIC MIRACLES

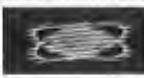
Other Miracles affect areas of the landscape, and as you cast them you must draw an area on the ground over which they are to take effect. An example of this type of Miracle is the Shield.



Some area Miracles can be sent in a certain direction when cast, (e.g. Storm Miracle). To send an area Miracle in a certain direction, use Aftertouch once you have cast it (> Aftertouch on p. 8).

RESOURCE MIRACLES

Some Miracles, such as food, wood or water can be cast in multiple places from a single Miracle charge.



- ◆ Press the **Action Button** and release when you want to stop casting the Miracle. Press the **Action Button** again until the Miracle is completely spent.

CANCELING MIRACLES

The following Miracles remain active on the landscape until cancelled, destroyed (in the case of Shields) or until your Prayer Power runs out: Physical Shield, Spiritual Shield, Forest, Teleport.

TIP: All these Miracles drain Prayer Power constantly while they remain cast. As a result you may want to move or cancel them when they're no longer required.

- ◆ To cancel a Miracle, either click on the icon above the cast Miracle or pick up the Miracle. If you want to cancel shake your Hand from side to side.
- ◆ If you want to move the Miracle, click on the icon above the cast Miracle or pick up the Miracle then click the **Action Button** at another point in the World.

MIRACLE TABLE**REGULAR MIRACLES**

♦ To activate available Miracles make the following Gesture:



NAME (PRAYER POWER REQUIRED)	DESCRIPTION
Fireball (3500)	Ball of fire that can be steered with Aftertouch
Storm (8000)	This is a thundercloud producing heavy rain
Lightning (5000)	Bolts of energy strike anything forward of the casting point. Click the Action Button repeatedly to retarget Lightning
Spiritual Shield (7000)	Draw a circle on the ground to define the area to be shielded from other Miracles
Physical Shield (7000)	Draw a circle on the ground to define the area to be protected from natural projectiles
Forest (13000)	Instant Forest
Food (7000)	Pile of Food (Click Action Button repeatedly to drop more)
Wood (7000)	Timber is created at the casting point. Click the Action Button repeatedly to create more timber
Water (5000)	A gentle rain cloud is produced. The shower will encourage crop growth put out fires. Click the Action Button repeatedly to create more rain
Heal (6000)	Cast on or near living beings to heal them
Flock of Birds (12000)	An impressive flock of doves is created. Visually stunning
Pack of Beasts (14000)	An impressive pack of animals is created. These will flee from the camera
Teleport (5000)	Place Teleports where you like. Villagers and your Creature use them to get from place to place quickly and efficiently. They are a continual drain on energy while they exist. To remove a teleport pick it up with the Action Button and either replace it at a Temple or Worship Site or shake your Hand to get rid of it
Mega Blast (16000)	An enormously destructive beam explosion targeted wherever you cast it

GESTURE	POWER UP (PRAYER POWER REQUIRED)	WONDER REQUIRED
	1 - Three fireballs (7000), 2 - Five fireballs (10000)	Aztec
	1 - Now with added Lightning (15000), 2 - Lightning and a destructive tornado (20000)	Norse
	1 - More forked lightning (7500), 2 - Huge, jagged lightning (10000)	Aztec
	N/A	Tibetan
	N/A	Tibetan
	N/A	N/A
	1 - A bigger pile of speedy food (10000)	Aztec
	N/A	Celtic
	1 - A bigger rain cloud producing more water (7000)	Celtic
	1 - Reels in wider area (5000)	Japanese
	N/A	Celtic
	N/A	Celtic
	N/A	N/A
	1 - A bigger blast (32000), 2 - An enormous blast (60000)	Aztec

CREATURE MIRACLES

♦ To activate Creature Miracles, make the following gesture:

NAME (PRAYER POWER REQUIRED)	DESCRIPTION
Freeze (8000)	Must be targeted on a Creature. This will freeze him solid for a short time.
Shrink (6000)	Must be targeted on a Creature. This will reduce his size temporarily.
Grow (7000)	Must be targeted on a Creature. This will enlarge him temporarily.
Strong (8000)	Must be targeted on a Creature. It will increase his strength temporarily.
Invisible (9000)	Must be targeted on a Creature. He'll vanish from others' view for a while.
Compassion (6000)	Must be targeted on a Creature. He'll temporarily feel nothing but kindness.
Angry (8000)	Must be targeted on a Creature. He'll be furious with everything for a short while.
Holy Flies (6000)	Must be targeted on a Creature. He'll be obsessed with scratching for a while as a swarm of charmed insects buzz angrily about him.

■ Your Creature will NOT learn Creature Miracles that you cast on him.
He will only learn if he can watch you casting them on another Creature.

GESTURE	POWER UP (PRAYER POWER REQUIRED)	WONDER REQUIRED
	N/A	N/A

GESTURES

Gestures are a magical way to cast various Miracles. Simply put, a Gesture is a special shape traced on the ground by your Hand. It can summon a Miracle or Leash into your Hand without having to actually pick one up. You can get any Miracle you have learnt into your Hand using a Gesture.

Gestures can be used to pick up and swap Leashes, as well as to cast Miracles. If you are far from your Worship Site or Village Center, they're ideal for choosing a large Miracle (As long as you are within your Influence!!)



- The shape you have to trace for each Miracle or Leash is shown in the bottom right of the screen. More will be added as you learn them.
- Gestures are explained fully in Land 2 when you click the correct Silver Scroll.

PICKING UP A LEASH USING GESTURES



At the bottom right corner of the screen is a Leash Gesture. Trace this once to pick up the Leash of Learning. Two other Leash Gestures appear letting you swap quickly to the Leash of Aggression or the Leash of Compassion.

CASTING MIRACLES USING GESTURES

Before the all Gestures for the available Miracles are displayed, you must cast the required Miracle Gesture (Spiral).

ACTIVATING AVAILABLE MIRACLES



For regular Miracles you should make a Clockwise spiral Gesture:

ACTIVATING AVAILABLE CREATURE MIRACLES

For Creature specific Miracles, you must make an Anticlockwise Spiral gesture:

Once you have done this, all the Miracle Gestures you can cast appear in the bottom right-hand corner of the screen.

CASTING A MIRACLE USING GESTURES

Each Miracle you know has a Gesture icon in the bottom right of the screen.

1. Make this shape on the ground by tracing it with the mouse.
- Note the speed that the Gesture is traced in the icon's animation—you should try to recreate it as closely as possible.
2. If you do this correctly and you have the required amount of Prayer Power, the Miracle appears in your Hand.
3. Click the Action Button to cast the Miracle.

A Miracle will start charging if you don't have enough Prayer Power, but you have people worshipping. The queued Miracle sends pulses of Prayer Power to your hand. You may also view the charging Progress at the Temple. Once the required amount of Prayer Power is attained you may cast it.



Once you've cast a Miracle successfully, you can then use the Repeat Miracle Gesture to cast it again.

REMOVING A MIRACLE FROM YOUR HAND WITHOUT CASTING IT

You can either replace it on the icon poles at the Worship Site or the Village Center, or you can shake your Hand to remove it. If you shake your Hand or replace it the Prayer Power is returned and can be reused. You can also stop a Miracle charging up by shaking your Hand.

THE ROOMS OF THE TEMPLE

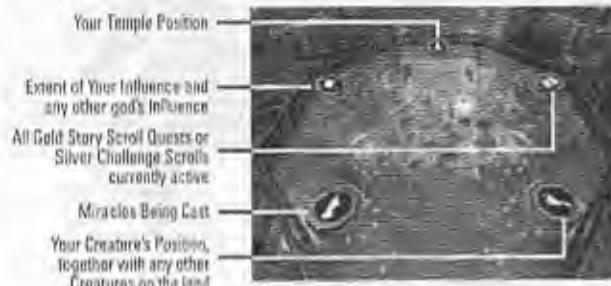
NAVIGATING THE TEMPLE

- ♦ If you want to change your view in the room you are in, click either mouse button, hold and drag to rotate the view.
- ♦ To enter a Room, click on its door.
- ♦ You can also click the Move Button on any of the tapestry-like scrolls that hang in the Temple. These contain information about your current game. Click at the edge of the screen to zoom out from a scroll.

THE WORLD ROOM

In the World Room (the Temple Lobby), you'll find a map of the land laid out before you.

- ♦ Click on the buttons around the edge of the World Room map with the Action Button to toggle them on and off. The buttons are detailed below:



- ♦ You can double-click the Move Button on the map to go straight to that point in the land outside.

THE LIBRARY

The Library contains a wealth of information and help about the world and its multiplicity of inhabitants. As you click on the signposts in the game, their information is automatically transported here so you can bone up in a central location, should you wish.



Click the Move Button on any of the Scrolls around the walls to view them

Click, hold and drag with either mouse button to move the scroll up/down

To leave a scroll, click the Move Button at the edge of the screen

- Use the Library to refresh your memory about the things you learn in Eden.

THE SAVE GAME ROOM

There is an Autosave function in *Black & White*, which automatically saves your progress so you can easily pick up where you left off. However, this function is turned off as a default setting. For details of how to turn it on, > Options on p. 47.) If you want to manually save your progress, go to the Save Game Room. Whenever you quit the Single Player Game, your progress is saved whether Autosave is activated or not.

- The Autosaves are displayed in the top row of the Save Game Room.

SAVING A GAME



To save a game:

1. Click the Move Button on a picture or frame to zoom into it.
 2. Click on the yellow arrow pointing towards the empty frame.
 3. Type in a saved game name.
- You can also double-click on the picture or frame to type a name straight in.
 - ♦ You can overwrite a previously saved game by clicking on the yellow arrow below its picture and typing in a new saved game name.

LOADING A GAME



To load a game, click the **Move Button** on the green arrow facing out from the frame of the desired game.

DELETING A SAVED GAME



Click on the red button with a cross on it to delete the highlighted game.

THE CHALLENGE ROOM

In The Challenge Room, you can view all the challenges you've started. Click the **Move Button** on a picture to see details of each challenge.

You cannot enter this room if you haven't triggered any Challenges or Quests.



When a Gold Story Scroll is triggered, the frame around it is gold, a silver frame means the challenge is a Silver Scroll type.

- ◆ If a challenge is unfinished, click on the button underneath it to return to the world and get a reminder about it. The Scroll on the wall provides a list of all the challenges you've started.
- ◆ You can also double-click a Gold or Silver Challenge Picture to go straight to it in the land outside.

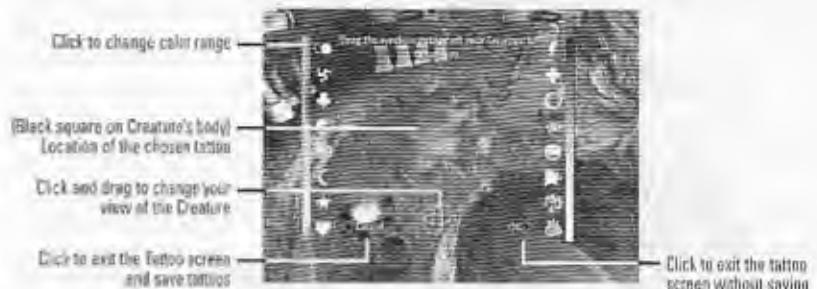
THE CREATURE CAVE

In the Creature Cave you can find out information about your Creature. What his likes and dislikes are and what he has learned so far.



TATTOOING YOUR CREATURE

Should you wish, you can tattoo your Creature when you're in the Creature Cave.



To tattoo your creature:

1. Click on him when he's in the Creature Cave and the tattoo options appear.
2. Choose a tattoo from the selection. You can change the tattoos' color by sliding the bar on the left. The bar on the right changes the lightness or darkness of the tattoo.
3. Once you're happy with the tattoo and its color, click and drag it onto the part of the Creature you want to tattoo using the **Move Button**. If you have chosen a valid location, a black square appears at the location and the chosen tattoo flashes. Release the button and the Tattoo appears on your Creature.
- ◆ To rotate the Creature, click the rotation circle at the bottom of the screen
- ◆ To remove a Tattoo, simply click and drag it off the Creature's body.

THE CREATURE PEN

The enclosed area outside the Temple door is the Creature Pen. He'll treat this as his home and if he's at a loose end (and he's not leashed), this is where he'll often come to hang out. Due to the reassuring nature of the pen, he'll grow faster and his health will be restored quicker if he sleeps in his pen, rather than outside it.



■ Your Creature will return to the Creature Pen if he gets lost.

THE FUTURE ROOM

Who knows what the future holds? This room is filled with the mysteries therein.

MAIN MENU

Press **ESC** and the Main Menu screen appears. You may begin a SKIRMISH GAME or JOIN ONLINE GAME, QUIT BLACK & WHITE or go to the OPTIONS Menu Screen.

- At the Main Menu, you can click on the STATISTICS tab to view a variety of Stats for the Single Player Game.

CONTINUE GAME

Return to *Black & White* (at the point when you pressed **ESC**).

- You can also return to the game by pressing **ESC**, again.

START SKIRMISH GAME

A Skirmish Game is one where you battle against one, two or three other gods for a land. This game is great for practicing taking over other settlements and learning to fight with your Creature. Note that everything your Creature learns and experiences in the Skirmish Game will be retained and can be used should you choose to return to the standard Single Player Game.

When you start a Skirmish Game, your position in the Single Player Game you quit is automatically saved. You must then select the number of gods who you will be battling against.

- Once you have selected the game, you are spirited to a land to play out the battles. Pressing **ESC** returns you to the Main Menu at any time.
- At the Skirmish Statistics Menu you can click on tabs to view Player Stats for the Skirmish Game, as well as Creature Stats, Town Stats, Miracle Statistics and Tech Stats.

JOIN AN ONLINE GAME

Note that you must register at <http://www.bwgame.com> before you can play *Black & White* over the Internet using the Lobbyserver. The Registration site can be reached by choosing "Register Black & White with Lionhead studios" from the game's Start menu folders. Simply follow the instructions, fill out the registration form and choose a user name and a password.

You must have an e-mail address to receive confirmation of your user name and password.

When you start an Online Game your progress in the game you just left is automatically saved.

To begin an online game:

- To choose a connection, click on the sort of network you wish to play across. This may only have one option displayed, but could show a Local Area Network (LAN) or any other Internet accounts you might have.
- If you selected LOCAL AREA NETWORK, you may either select your Local Network to search for a game or you may use the Internet. Choose one option and click NEXT. (For more information, > To play on a Local Area Network below.)
- If you selected an Internet account, please see > To Play on the Internet below.

TO PLAY ON A LOCAL AREA NETWORK

All players need to be in the 'Find A Game On Your Local Network' screen. All the computer's names appear listed in the 'Current Games' list on the left of the screen.

To connect to a game on a LAN:

- Click on a computer name from the list to select a Host for the current game. The Host's computer name now appears in the 'Players in Game' list on the right of the screen.

NOTE: We recommend that the fastest PC should act as the Host.

- Once a Host for the game has been selected, click on JOIN GAME.

(For more information, > To Set up and Play any Multiplayer Game on p. 44.)

TO PLAY ON THE INTERNET

To connect to a game on the Internet:

- Type in your user name and password (which you received in your registration e-mail). Then click NEXT.
- You may then opt to find or create a game on the Internet.
- To choose a game to join, click on any displayed game in the Current Games list then click the JOIN GAME button.
- To host an Internet Game, click on CREATE GAME to set up and host a game. Choose a game name and, if you like, a password for your new internet game. If you select a password you can create a closed game, accessible only to those who have this password.

(For more information, > To Set up and Play any Multiplayer Game on p.44.)

TO SET UP AND PLAY ANY MULTIPLAYER GAME

The Chat Screen is where you choose teams and chat to other players.

CHAT SCREEN (LAN AND INTERNET)

To select which god team you would like to join:

1. Click on a team box.
2. The JOIN button appears in the top right corner of the box.
3. Click on the JOIN button and your computer's name appears in the box.

To invite other players over to your team:

1. Click onto another player's computer name and the INVITE button appears.
2. Click INVITE to automatically ask that player to join your team. The invited player must click YES to accept your invite or NO to stay with their current team.

The Host may KICK other players out of the current game session.

To kick out another player:

1. Click to highlight their computer's name.
2. Click the KICK button that appears next to the name. The selected player is removed from the current session but can remain as an observer.

CO-OPERATIVE PLAY

If you click on a team that already has a player in it, you can join it if the team leader lets you. With co-operative team play, all the players on one team play with just one Creature. It is up to the team to decide who controls the Creature at any one time, and who carries out other godly acts.

OBSERVING A GAME

If you don't want to take an active role in the online game but would prefer to watch (useful for picking up hints from more experienced players), Black & White allows you to do so.

To observe a game:

1. Click on your name and a SPECTACLES button appears.
2. Click the SPECTACLES button to move over to the Observers list on the right of the screen.

To go back to a team, highlight a team box and click the JOIN button.

LANDSCAPE (LAN AND INTERNET)

The host must choose a landscape while all players can view the teams and who is in each team.

Players may attempt to change teams, but can only do so if the team leader accepts them. A thumbnail sketch of each land is displayed in the lower middle of the screen. To select it, the host must click on the button at the bottom marked USE THIS LAND.

- ♦ When all the teams are present and the land has been selected and downloaded, the host must click START to begin the Multiplayer Game.

PLAYER DETAILS (INTERNET ONLY)

View more details by highlighting the name of any player in any team.

- ♦ Click START to start the Multiplayer Game.

CLANS (INTERNET ONLY)

A clan is a group of players who ally with each other over the Internet. You can set up or join a clan at <http://www.bwgame.com>.

- If you are in a clan, you earn your clan credits whenever you play Black & White. These are saved and your clan's ability can be measured against others.

Whenever you play a multiplayer game of Black & White, you take your Creature into the game. His experience in these games will be retained and he will take this back into any Single Player Game.

The exception to this is Clan play. The first time you take a Creature into a Clan game, he is effectively cloned and will remain your Clan Creature and separate from your Single Player Game Creature.

COMPUTER PLAYERS

If you play a game requiring more players than you have, the extra player slots are allocated to computer-controlled players.

CHATTING

To chat with other players:

- ♦ Click on the text box at the bottom of the screen and type a message. To send it to the other players, press **ENTER**.
- ♦ Click on a team box above and then click on the text box to send a message to that team only.
- ♦ To deselect a Team, click again. The next message you type will go to all players.
- If you are playing a Single Player Game of Black & White you may chat to any other Black & White players you have made friends with who are on-line at this time. (For more information, > Creating a Friends List p.46.)

TAUNTS

- ♦ To send a pre-written Taunt, hold down the Move button over the Cloud/Lightning icon to the left of the Text Box. A drop-down menu of possible taunts appears. Highlight a taunt and then let go of the Move button to send that taunt to other players in the game.

VIEWING OTHER PLAYERS IN THE GAME

- ♦ To bring up a list of players currently in the game, click on 'Players' underneath the Text Box. If you highlight players from the Players list, you can send messages to them alone. Your team-mates will appear in your team color on this list.
- If no names are selected, the message will go to everyone in the game.

CREATING A FRIENDS LIST

To move a player to your Friends list:

1. Click to select a player from the Players list, the MAKE FRIENDS button appears.
2. Click on MAKE FRIENDS to move the selected player into your Friends list. A Radar icon (above) appears next to your friends' names to let you know that they're online.
- Now whenever you're playing *Black & White*, you'll know when they are online and you can chat to them or perhaps arrange a Multiplayer game.

To remove a player from your Friends list:

1. Select a player from the Friends list, the MAKE NOT FRIENDS button appears.
2. Click on MAKE NOT FRIENDS to move the selected player back into your Players list.

OPTIONS

At the Options Menu screen you can click either mouse button on the following tabs to alter game settings.

OPTIONS TAB

Adjust the Sound Effects volume (SFX VOLUME) and MUSIC VOLUME using the black slider. Adjust the Detail Level using the black arrows. Altering these settings requires a game restart for the new setting to take effect.

■ Full video options can be adjusted using the Setup program accessible from the Start Menu.

AUTOSAVE

You can select the AUTOSAVE function by clicking the button. Autosave saves the game every five minutes. Whenever you leave the world to quit or to play a Skirmish or Online Game, the game is saved whether Autosave is activated or not.

PUSH SCROLLING

You can also select PUSH SCROLLING if you want to change the way you move around the World.

PLAYERS TAB

This displays a list of the player names that have already been created. Click to select one. You can also click on the player symbol to change this.

You can change your CREATURE NAME, CREATE NEW PLAYER, DELETE PLAYER and EDIT TATTOO. Should you wish, you can also START A NEW GAME of *Black & White*.

EDIT TATTOO

By selecting EDIT TATTOO you may add, alter or remove tattoos to the Creature. (> *Tattooing your Creature* on p. 41 for instructions on how you might do this.)

ADVANCED TAB

♦ To adjust the level of Help in the game, click the arrows. HIGH HELP is the default.

You can also adjust the level of Text and the level of Tool tips.

You can toggle the following options off and on:

LEFT HANDED HAND in the game ON/OFF.

CREATURE HELP ON/OFF - Creature help is invaluable in alerting you to your Creature's needs in the early stages of the game.

TEXT FROM BOTTOM - The text scrolls from the bottom upwards ON/OFF.

CONTROLS TAB

You can redefine any of the keys or controls in *Black & White*. Double-click any control then press the new key to redefine it.

LOAD DEFAULTS resets all the controls to the default settings when you first installed the game.

CREDITS

LIONHEAD STUDIOS LTD.

Black & White Designed and Created by Lionhead Studios Ltd.

Game Programming: Peter Molyneux, Mark Webley, Jonty Barnes, Giles Jimmy, Jeremy Chatelaine, Oliver Purkiss, Thomas Barnet-Lamb, Jason Hutchens

3D Programming: Jean-Claude Cottier, Alex Evans, Scawen Roberts

Artificial Intelligence: Richard Evans

Art: Paul McLaughlin, Mark Healey, Andy Bass, Christian Bravery

Animation: Eric Bailey

Scrip & Dialogue: James Leach

Sound Effects, Music Composition & Arrangement: Russell Shaw

Musician Co-ordinator/Lead Instrumentalist: Steafan Hennigan

Instrumentalists: Stuart Hall, Melissa Holding, Donald Quinn, Saskia Tomkins, Ray Hickie, Ren Korb

Scenario & Level Design: Jamie Durrant, Paul Nettleton, Ken Malcolm

Gameplay & Testing: Andy Robson, Nathan Smethurst, Steve Lawrie, Joe Barthwick, Aaron Ludlow, Jeff Brutus

Internet Programming, Library & Tools: Tim Rance, Daniel Deptford, Georg Backer

PR: Cathy Campos

Lionhead Studios: Steve Jackson, Pete Hawley, Janice Nussoy, Claire Hedley, Catherine Tutton

Voice Characterisation: Marc Silk, Shelley Blond, Hugo Myatt

Additional Art: Jon Farmer, Ben Irwin

Special Thanks To: Brian Trewin at QSound, Creative Labs, Rhubarb, Bill Luffy, Claudio Stevens, Toneworks GmbH, NVidia Corporation, Prima Games UK, Alex Klimovitski and Intel Corporation, GameSpy Industries, Immersion Corporation, Nick Copus, Nick Thomas, Don Matricker, Danny Bilson, Jeff Roberts and all at RAD Game Tools Inc.

Testers: Adam Burke, Adam Hodgson, Alex Ashby, Alison Robinson, Allan Muholliend, Andrew Copland, Andrew Mills, Andrew White, Andy Smith, Armando D'Amico, Ashley Berlin, Ben Bodier, Ben Ward, Bernie Goldsmith, Bradley Brown, Brian Dug Arp, Carl Andersson, Carlton Wim, Chad Goulding, Charles Bullen, Charlton Edwards, Chris Armsden, Chris Hagg, Chris Jones, Chris Johnson, Chris Knowles, Christian Bloo, Craig Garvey, Daniel Cook, Daniel Eggar, Daniel Kollmann, Daniel Overton, Daniel Owusu-Akuamah, Daniel Scheers, David John Springate, David Liliehammar, David Polson, David Webley, Dennis Luosebrink, Deraf, Da Silva, Dimitri Mavrikakis, Douglas Berg, Duncan Sutherland, Dylan Davies, Ed Goodfellow, Edward Karmey, Eric Boltjas, Eric Reynolds, Felix Klastrup, Foster Pollard, Glen Woods, Iain Farrell, James Carey, James Hamer-Merton, James McSweeney, James Mearman, James Milner-Walker, Jamie Newman, James Noy, Jeremy White, Joe Falke, Johan Ribenfors, John Emery, Johnathan Rawlands, Jon Hupper, Jonathan Clarey, Joost Ronkes Agerboek, Joshua 'Freel' Pegsley, Justin Amore, Koen Kortevog, Lester Miller, Liam Fincham, Louis Bronne, Marcus Robinson, Mark French, Mark Kleeck, Mark Nayler, Mark Smethurst, Markus Backer, Martin Gilley, Martin Khige, Matthew Fletcher, Matthew Hamilton, Mathew Lilly, Maurice Berk, Michael Milne, Mirco Matuscheck, Mitchell Munter, Natali Meiland, Nick Tsialinis, Olur Parker-Pickens, Olli Koob, Paul Dillimore, Paul Johnson, Paul Lockett, Paul Richardson, Peter Brozyna, Peter Leung, Peter McSweeney, Peter Nicholson, Peter Smith, Raphael D'Amico, Rob Den Dekker, Robert Bowry, Robert Moeld, Robert Ranisch, Robin Allison, Roger Ingraham, Ross Smith, Rowan Newman, Roy Cheung, Sam Hamilton, Sam Vanburgh, Scott Kirkham, Simon Dune, Simon Finch, Simon Rounse, Sos Kjeldsen, Stephen Hibbert, Steven Fossett, Stijn Dekker, Thilmany Alexandre, Thor Kei, Tim Wyly, Timmy Geleyn, Toby Hine, Tom Arnell, Tom Lee, Tony Cimiglio, Troy Lonergan, Valerie Cook, William Hall, William Overgard
And thanks to everyone who contributed to Black & White.

Snapshot software courtesy of the Independent JPEG Group.

Vocal samples courtesy of Spectrasonics 'Symphony of Voices' CD-ROM collection.

Asian samples courtesy of Spectrasonics 'Heart of Asia'.

ELECTRONIC ARTS

UK

Production: Dan Blackstone, Mike Cooper, Wayne Frost, Richard Leinfellner, Lisa Stokes

Manual and pack copy: James Leach & James Lenoi

QA Management: Pete Samuels, Andy Bussell, Pat Russell, Matt Price

Test Project Leader: Oliver Byrne

Test Team Leader: Stuart Williams, Paul Watson

Senior Testers: Richard Wilderspin, Chris Gambold, Nathan Jacobs

Testers: Lee Smith, Dan Golding, Jon Trumper, Piers Langridge, Richard Diaz, Fabrizio Calabria, Tom Kilminster, Grant Harden, Martin Bradley, James Fry, Barrie Tingle, Terry Streeter, Carl Maynard, Alex Young, Steven Morgan, Ross Douglas, Jamie Cawte, Barry Scott, Ricky Watts, Constantine Yacoumis, Ben Jackson, Raj Saroyan

Localisation Co-ordinator: Matt Price

EA Technical Group: Technical Tester - Steve Gaffney, Technical Tester - Martyn Sibley,

Compatibility & Technology Lab Manager: Tom O Connor

Mastering & QA Technical Manager: Joe Grant,

Technical Requirements Auditor: Rob Charlsh

Technical Requirements Auditor: Wayne Bryce

Technical Supervisor: Marcus Purvis

Mastering Coordinator: Deena Hicks

Marketing (European): Jonathan Bunney, Murray Pannell, David Miller

Legal: Mel Drummond, James O'Riordan, Hannah Ward

Localisation: Andy Nottall, David Lapp, Masa Nemoto, Sandra Picaper

Special Thanks: Mike Richardson

ELECTRONIC ARTS REDWOOD CITY

Product Manager: Steve Perkins

Marketing Assistant: Anthony Calazzzo

Public Relations: Joanne Wong

Package Design: Mike Lipper

Package Project Management: Vyn Arnold

Legal: Sue Garfield, Lisa Tensfeldt, Steve Bene, Bob Roden

Documentation Layout and Design: The Big Idea Group

Documentation Editor: Ede Clarke

Customer Quality Control: Ben Smith, Dave Knudson, Andrew Young, Darryl Jenkins, Tony Alexander, Dave Kellum, Tony Barbagallo

CAT Lab: John Hanley, Dave Caron, Mark Gonzales, Emiliano Miranda, Brian Sawyer

Product Testing: Syrus Flyts (Lead), Aaron Keppel (Asst. Lead), Anthony Duong, Mathew Ellison, Matt Dominguez, Lenny Casullo, Chad Hawks, Chris McCay

Special Thanks To: Erik Whitford

WARRANTY AND TECHNICAL SUPPORT

NEED TECHNICAL SUPPORT? Please see the enclosed Install Guide for technical support information.

NEED GAMEPLAY HELP? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 800-288-HINT (4468), 95¢ per minute.

In CANADA, dial 800-451-4873, \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representation or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN 90-DAY WARRANTY PERIOD

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We strongly recommend that you send your product using a delivery method that is traceable. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

Please return the product along with a check or money order for \$7.50 made payable to Electronic Arts, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below.

We strongly recommend that you send your product using a delivery method that is traceable. Electronic Arts is not responsible for products not in its possession.

Electronic Arts Customer Warranty

P.O. Box 9025
Redwood City, California 94063-9025

Web Page: techsupport.ea.com

E-mail: warranty@ea.com

Phone: (650) 628-1900

Fax: (650) 628-5999

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.

Software © 2001 Lionhead Studios Ltd. All rights reserved. Black & White, Lionhead and the Lionhead logo are trademarks of Lionhead Studios Ltd.

Documentation © 2001 Electronic Arts Inc. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the US and/or other countries. All rights reserved.

EA GAMES™ is an Electronic Arts™ brand.

All other trademarks are the property of their respective owners.



BLACK & WHITE™

